

# APPENDIX B

## Time Allowances

### Background and Purpose

Time allowances (TAs) provide a mechanism to allow a competitor to adjust their timing when something "goes wrong" that would otherwise make them late at a checkpoint, thus discouraging any possible inclination to speed to make up lost time. Getting lost, railroad crossings, or slow local traffic (e.g. a tractor on the road) are all events that can delay a competitor at a control. The main focuses of a navigational rally are route-following and precision timing. A competitor's score is determined entirely by his or her ability to arrive at a control at an ideal time; TAs reinforce this aspect of rallying by providing what is essentially an extra pause in the time calculated by an individual competitor, so there is no need to exceed posted speed limits.

### Regulations

1. TA Budget: Teams start the rally with a Time Allowance (TA) budget of 19.5 minutes.
2. TA Requests: Time Allowances must be requested at the control before disclosure of timing information. A TA request slip may be provided for this purpose.
3. TA Values: TAs may be declared in one minute increments beginning with 0.5 minutes. Valid TAs are in the series 0.5, 1.5, 2.5, 3.5,...,18.5, 19.5.
4. Improper TA: If an improper TA value (i.e. an even minute) is requested it will be rounded to the next higher valid TA. If a TA greater than 19.5 is requested, a TA of 19.5 will be used. If a TA request results in the sum of that TA and all previous TAs exceeding the TA budget, then the TA will be rounded down to the nearest valid TA (or 0) such that the sum does not exceed the TA budget.
5. Maximum Lateness: TAs do not affect maximum lateness. Maximum lateness for the rally is 30 minutes at each control and 60 minutes at the finish control.
6. Scoring: At all controls, a requested TA is subtracted from a team's actual Elapsed Time before determining the score for the control.
7. The first TA used by a team is free of any scoring penalty; subsequent TA requests are subject to a 30 second (0.5 minute) additional penalty regardless of time scores. This penalty is separate from any time penalty, and cannot be negated by the timing or the TA value Eg: team is 5.5 minutes late and requests a TA of 5.5 minutes. They have already used a TA at a previous checkpoint. Therefore although their time is zeroed by the TA, they still get a 0.5 penalty for this TA usage. (See further examples following).

8. Valid Controls: All controls are timed to the second. Some controls are scored to the tenth, and some are scored to the whole minute. TAs may be requested at any control.

Time Allowance Examples for Controls scored to the tenth:

(Add 0.5 to all examples if this is not your first TA request for the event.)

9. You were 1.7 minutes late and requested a TA of 1.5 minutes. Your score is  $1.7 - 1.5 = 0.2$  minutes late. (You will score 0.7 if this is a second or more TA request in the event)
10. You were 1.7 minutes late and requested a TA of 2.5 minutes. Your score is  $1.7 - 2.5 = 0.8$  minutes early penalty. (If this is a second or more TA request in the event, the TA scoring penalty of 0.5 is still *added* to your total, giving you a final score of 1.3 at this checkpoint)
11. You were 1.5 minutes late and requested a TA of 1.5 minutes. Your score is  $1.5 - 1.5 = 0.0$  minutes or no time penalty. (However, you still score 0.5 if this is a second or more TA request in the event)
12. You were 2 minutes late and requested a TA of 2.5 minutes. Your score is  $2 - 2.5 = 0.5$  early. (score 1.0 if this is a second or more TA request in the event)

Time Allowance Examples for Controls scored to the minute:

13. You arrived 1:20 (1 minute 20 seconds) past the top of the minute and requested a TA of 1.5 minutes. Your score is 1:20 less 1:30 TA = 10 seconds before the top of the minute = 1 minute early penalty. (For timed to the minute controls, 0 penalty points are applied only from 00 seconds to 59 seconds of the target minute.) If this control is not your first TA request this event, it is also subject to the 30 second TA usage penalty and your final score here is 1.5.
14. You arrived 1:20 past the top of the minute and requested a TA of 0.5 minutes. Your score is calculated as 1:20 less 0:30 TA = 50 seconds past the top of the minute = 0 minutes late, so there is no time penalty. However if this control is not your first TA request this event, it is still subject to the 30 second TA usage penalty and your final score here is 0.5.
15. You arrived 1:40 past the top of the minute and requested a TA of 0.5 minutes. Your score is calculated as 1:40 less 0:30 TA = 1:10 past the top of the minute = 1 minute late penalty. If this control is not your first TA request this event, your final score here is 1.5.
16. You arrived 1:40 past the top of the minute and requested a TA of 1.5 minutes. Your score is calculated as 1:40 late less 1:30 TA = 10 seconds past the top of the minute = 0 minutes late, so there is no time penalty. However again, if this control is not your first TA request this event, your final score here is 0.5.